
Defender of the Crown

KICKSTART your Amiga with version 1.1 or 1.2. Insert the Defender "REEL 1" disk at the "Insert Workbench" screen. If you have a second drive (recommended) load it with Defender "REEL 2." When the Workbench appears, point to the "Defender1" disk icon with the mouse and double-click the left button. After a few seconds a small window will appear. Double-click on the "D" to begin. **IMPORTANT! Do not** load the program from CLI mode and be sure to keep your Defender disks write-protected.

-THE MENUS-

To select an option from the game menu simply move the arrow to the desired option and press the left mouse button. To abandon a selection click away from the map.

HOLD TOURNAMENT-You must have at least **five** gold to pay for a joust. Other Lords may hold tournaments as well, and your attendance is required under the code of chivalry. Use the mouse to aim the tip of your lance at the center of your opponents shield. (You don't have to push the button.) **HINT:** Try to hold the lance **DOWN** and concentrate on lateral movements.

SEEK CONQUEST-Choose this option at **HOME** to "**Build the campaign army.**" Transfer men from your home army to the campaign army by clicking on any of the items-but make your choices carefully, there isn't time to change your orders. Hold down the right button and then click the left to transfer items in groups of five. You may "**Send forth the campaign army**" to **NEIGHBORING** territories, your home territory or enlist Robin's help by clicking on Sherwood Forest. Undefended lands are captured easily, but you will usually meet some resistance and lose a few men in the effort.

GO RAIDING-Add to your treasure by raiding an enemy Lord's castle. When your men enter the castle courtyard they follow your arrow on the screen. You are the handsome swordsman in the lead. To thrust with your sword press the left mouse button. Try to strike your opponent while his sword is in an upright position. Double-click for a double thrust, and don't dally or you may be captured. You may ask Robin for help by clicking on **Sherwood Forest** after the "**Select a castle to raid**" prompt appears.

BUILD ARMY-You may build your HOME army at any time, buying men, knights, catapults and castles to defend your lands. Click on the item you want to buy or hold down the right button and click on the left to speed up the transaction.

READ MAP-Your advisors can give you valuable information about the other Lords and which pieces of property are richest in vassals and income.

-LAYING SIEGE TO A CASTLE-

You must purchase a catapult AND TRANSFER IT TO YOUR CAMPAIGN ARMY before you can attack territory protected by a castle. Move the mouse towards you to pull back the catapult arm. Press the left button to hurl the boulder. Try to hit the top of the wall first, then lower your aim to continue destroying the wall all the way down to its base. If you destroy the castle wall, the resulting battle will be easier to win.

-BATTLES-

When the battle display appears you must react quickly. You may change your tactics at any time during the battle by clicking on a new strategy. Use "Ferocious attack" only as a last resort, and avoid using it to begin a battle. Choosing this tactic too quickly may send your men into a state of confusion, and you'll have to order a hasty retreat to regroup. If your campaign army is attacked and you retreat from the battle your army will be sent home. When your home castle is attacked, it will be displayed before going into the battle. If you lose your castle reboot by pressing CONTROL-AMIGA-AMIGA. All three keys must be pressed simultaneously. You will succeed more often in battle with a beautiful lady at your side. So if a Saxon lady is kidnapped, try to rescue her. Fail to even attempt a rescue and you will lose the respect of your men.

To fully enjoy the Cinemaware experience turn your computer room into a home movie theater. Play *Defender of the Crown* after dark. Turn out the lights. Get some popcorn. Settle into a comfortable chair and "ROLL 'EM!"